CLAIMS

We claim:

1   1.   A method for character interactive input/output in a
2   half duplex block mode environment including a workstation
3   and a server, comprising the steps of:

4   receiving a key stroke into a buffer at said
5   workstation;

6   automatically transferring said keystroke from said
7   workstation to a server application;

8   said application processing said keystroke and
9   responding appropriate to context of said server
10   application.

1   2.   The method of claim 1, said buffer being an auto enter,
2   non-display entity on a display screen.

1   3.   The method of claim 1, said buffer being a non-screen
2   entity accessible to said client.

1   4.   A method for character interactive input/output in a

2   half duplex block mode environment including a workstation

3   and a server, comprising the steps of:

4   connecting said client workstation to said server;

5   defining a workstation display as a 1-byte character

6   input field that has auto-enter and non-displayable

7   attributes;

8   receiving a keystroke into said input field;

9   automatically transferring said keystroke from said

10   workstation display to a server application;

11   said application processing said keystroke and

12   responding appropriate to context of said server

13   application.

1   5.   The method of claim 4, further comprising the steps of:

2   and communicating an attention signal from said client

3   workstation;

4   responsive to said attention signal, communicating said

5   keystroke from said workstation display to said server

6   application.

1   6.   The method of claim 4, said client and server together

2   becoming a cascaded client to a targeted application server

3   that requires character dependent input/output in full

4   duplex mode.

1   7.   The method of claim 4, further comprising the step

2   preventing display of said input character on said display.

1   8.   The method of claim 4, further comprising the step of

2   operating said client and providing for translation of said

3   character from EBCDIC to ASCII.

1   9.   A method for character interactive input/output in a

2   half duplex block mode environment, comprising the steps of:

3   configuring a workstation display device to a one

4   character field; and

5   immediately upon entry of an input character into said

6   one character field, processing said input character by

7   signaling an attention identifier from a client

8   emulator application, and responsive to said attention

9   identifier, retrieving said character from said one

10   character field.

1   10.   The method of claim 9, further comprising the step of

2   translating and communicating said character to a remote

3   server and application for interpretation within the context

4   of said remote application.

1   11.   The method of claim 10, further comprising the step of

2   returning from said remote application to said client a

3   display character for display at said workstation display.

1   12.   The method of claim 11, said display character

2   selectively comprising an optional echo character which may

3   or may not be said input character.

1   13.   A method for operating a client application in

2   character interactive input/output mode in a half duplex

3   block mode environment, comprising the steps of:

4   responsive to receiving an attention command from a

5   keyboard, retrieving from a one character display

6   buffer configured as an auto-entry non-displayable

7   display a single input character; and

8   translating and communicating said input character to a

9   remote application for interpretation within the

10   context of said remote application.

1   14. A method for operating a display, comprising the steps

2   of:

3   configuring said display with respect to a character

4   entry device as a one character, auto-entry, non-

5   displayable buffer;

6   responsive to entry of an input character into said

7   buffer, immediately communicating said input character

8   to a remote application for interpretation.

1   15. The method of claim 14, further comprising the steps

2   of:

3   Optionally receiving from said remote application an

4   echo character selectively not said input character;

5   and

6   displaying said echo character.

1   16. A system for performing character interactive

2   input/output in a half duplex block mode environment

3   including a workstation and a server, comprising:

4   a display buffer for receiving a key stroke;

5   a client for automatically transferring said key stroke

6   from said workstation to a server application;

7   said server application for processing said keystroke

8   and responding appropriate to context of said server

9   application.

1   17. A system including a workstation and a server for

2   character interactive input/output in a half duplex block

3   mode environment, comprising:

4   a network for connecting said workstation to said

5   server;

6   a workstation display configured as a 1-byte character

       7   input field that has auto-enter and non-displayable

       8   attributes;

       9   a keyboard for entering a keystroke into said input

      10   field;

      11   said workstation automatically transferring each said

      12   keystroke from said workstation display to a server

      13   application; and

      14   said server application for processing said keystroke

      15   and responding to said workstation with an echo

      16   character appropriate to context of said server

      17   application for display at said workstation display.

       1   18. A system for character interactive input/output in a

       2   half duplex block mode environment, comprising:

       3   a workstation display device configured as a one

       4   character field;

       5   a server; and

6   a client emulator application responsive immediately

7   upon entry of an input character into said one

8   character field, for retrieving and communicating to

9   said server said character from said one character

10   field, and responsive to said server for displaying at

11   said display device an echo character selectively

12   different from said input character.

1 19. A display for character interactive input/output in a

2 half duplex block mode environment, comprising:

3   a one character, auto-entry, non-displayable buffer for

4   receiving from an input device an input character for

5   communication to a server application; and

6   an output field for displaying an echo character from

7   said application.

1 20. A program storage device readable by a machine,

2 tangibly embodying a program of instructions executable by a

3 machine to perform method steps for character interactive

4 input/output in a half duplex block mode environment

5 including a workstation and a server, said method steps

6 comprising:

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7   receiving a key stroke into a buffer at said

8   workstation;

9   automatically transferring said key stroke from said

10   workstation to a server application;

11   said application processing said keystroke and

12   responding appropriate to context of said server

13   application.

1   21.   A program storage device readable by a machine,

2   tangibly embodying a program of instructions executable by a

3   machine to perform method steps for character interactive

4   input/output in a half duplex block mode environment

5   including a workstation and a server, said method steps

6   comprising:

7   connecting said client workstation to said server;

8   defining a workstation display as a 1-byte character

9   input field that has auto-enter and non-displayable

10   attributes;

11   receiving a keystroke into said input field;

12   automatically transferring said keystroke from said

13   workstation display to a server application;

14   said application processing said keystroke and

15   responding appropriate to context of said server

16   application.

1   22.   A program storage device readable by a machine,

2   tangibly embodying a program of instructions executable by a

3   machine to perform method steps for character interactive

4   input/output in a half duplex block mode environment, said

5   method steps comprising the steps of:

6   configuring a workstation display device to a one

7   character field; and

8   immediately upon entry of an input character into said

9   one character field, processing said input character by

10   signaling an attention identifier to a client emulator

11   application, and responsive to said attention

12   identifier, retrieving said character from said one

13   character field.

1   23. A program storage device readable by a machine,

2   tangibly embodying a program of instructions executable by a

3   machine to perform method steps for operating a client

4   application in character interactive input/output mode in a

5   half duplex block mode environment, said method steps

6   comprising the steps of:

7   responsive to receiving an attention command from a

8   keyboard, retrieving from a one character display

9   buffer configured as an auto-entry non-displayable

10   display a single input character; and

11   translating an communicating said input character to a

12   remote application for interpretation within the

13   context of said remote application.

1   24. A program storage device readable by a machine,

2   tangibly embodying a program of instructions executable by a

3   machine to perform method steps for operating a display,

4   said method steps comprising the steps of:

5   configuring said display with respect to a character

6   entry device as a one character, auto-entry, non-

7   displayable buffer;

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8   responsive to entry of an input character into said

9   buffer, immediately communicating said input character

10   to a remote application for interpretation.

1   25. A computer program product or computer program element

2   for operating a display according to method steps comprising

3   the steps of:

4   configuring said display with respect to a character

5   entry device as a one character, auto-entry, non-

6   displayable buffer;

7   responsive to entry of an input character into said

8   buffer, immediately communicating said input character

9   to a remote application for interpretation.

1   26. The method of claim 1, said automatically transferring

2   step further comprising the steps of:

3   transferring said keystroke from said workstation to a

4   Telnet client and thence to said server application via

5   a Unix server.

1   27.   The method of claim 4, said automatically transferring

2   step further comprising the steps of:

3   transferring said keystroke from said workstation to a

4   Telnet client and thence to said server application via

5   a Unix server.

1   28.   The method of claim 27, said communicating step further

2   comprising the steps of:

3   transferring said keystroke from said workstation to a

4   Telnet client and thence to said server application via

5   a Unix server.